

**IN THE CLAIMS:**

Please amend claims 8 and 14 and add new claim 21 as follows:

**LISTING OF CURRENT CLAIMS**

Claim 1. (Original) A psychological war attack/defense chess game structure comprising a main body, two chessman drawers, several attack chessmen, ace chessmen and defense chessmen, an upper side of the main body being formed with multiple passages for placing the attack chessmen or ace chessman therein, two end faces of each passage being respectively formed with slits for inserting the defense chessmen therein, the chessman drawers being respectively transversely disposed at two ends of lower side of the main body, the chessman drawer being formed with receptacles for respectively accommodating the various chessmen, a rest space being arranged under each end of the passage, whereby after the various chessman of an opponent are pushed out of the passage, they will automatically drop into the rest space and be located therein.

Claim 2. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein the attack chessmen and ace chessmen are all cylindrical.

Claim 3. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein at least one tail end of the ace chessmen has a distinguished mark.

Claim 4. (Original) The psychological war attack/defense chess game structure as claimed in claim 2, wherein at least one tail end of the ace chessmen has a distinguished mark.

Claim 5. (Original) The psychological war attack/defense chess game structure as claimed in claim 3, wherein the distinguished mark on at least one of the tail ends of the ace chessmen has colored plates, characters, pictures or numerals.

Claim 6. (Original) The psychological war attack/defense chess game structure as claimed in claim 4, wherein the distinguished mark on at least one of the tail ends of the ace chessmen has colored plates, characters, pictures or numerals.

Claim 7. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein at least one tail end of the attack chessmen has a distinguished mark.

Claim 8. (Currently Amended) The psychological war attack/defense chess game structure as claimed in claim 4 2, wherein at least one tail end of the attack chessmen has a distinguished mark.

Claim 9. (Original) The psychological war attack/defense chess game structure as claimed in claim 7, wherein the distinguished mark on at least one of the tail ends of the attack chessmen has colored plates, characters, pictures or numerals.

Claim 10. (Original) The psychological war attack/defense chess game structure as claimed in claim 8, wherein the distinguished mark on at least one of the tail ends of the attack chessmen has colored plates, characters, pictures or numerals.

Claim 11. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein the defense chessmen are thin plates.

Claim 12. (Original) The psychological war attack/defense chess game structure as claimed in claim 2, wherein the defense chessmen are thin plates.

Claim 13. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein the passage of the main body has a length sufficient for accommodating three attack chessmen.

Claim 14. (Currently Amended) The psychological war attack/defense chess game structure as claimed in claim 1 or 2, wherein the passage of the main body has a length sufficient for accommodating three attack chessmen.

Claim 15. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein after the attack chessman or ace chessman of the opponent is pushed out of the passage, the attack chessman or ace chessman will automatically drop into the rest space of the main body with tail end directed upward to show whether the chessman is an attack chessman or an ace chessman.

Claim 16. (Original) The psychological war attack/defense chess game structure as claimed in claim 2, wherein after the attack chessman or ace chessman of the opponent is pushed out of the passage, the attack chessman or ace chessman will automatically drop into the rest space of the main body with tail end directed upward to show whether the chessman is an attack chessman or an ace chessman.

Claim 17. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein the respective chessmen can be accommodated in the chessman drawer and the chessman drawers can be stored under the main body.

Claim 18. (Original) The psychological war attack/defense chess game structure as claimed in claim 2, wherein the respective chessmen can be accommodated in the chessman drawer and the chessman drawers can be stored under the main body.

Claim 19. (Original) The psychological war attack/defense chess game structure as claimed in claim 1, wherein a lower edge of the chessman drawer is upward recessed to form an arched handle for conveniently drawing out and closing the chessman drawer.

Claim 20. (Original) The psychological war attack/defense chess game structure as claimed in claim 2, wherein a lower edge of the chessman drawer is upward recessed to form an arched handle for conveniently drawing out and closing the chessman drawer.

Claim 21. (New) The psychological war attack/defense chess game structure as claimed in claim 2, wherein the passage of the main body has a length sufficient for accommodating three attack chessmen.